

# ROGERS COMMUNITY-SCHOOL RECREATION ASSOCIATION

## 10 & UNDER FALL FASTPITCH RULES

USSSA RULES WILL BE FOLLOWED, EXCEPT WHERE AMENDED BY THE FOLLOWING:

(1) Rosters:

(a) Roster changes may be made in person or by telephone (631-0336). Players must be on the roster before playing. Under no circumstances may a player simultaneously be on two rosters.

(b) Players may change teams within the league once; they are not eligible to play for either team for eight days after the League Director is notified of the change.

(2) 10U Pitching Distance – 35'; Base Distance – 60'; Ball Size – 11"

(3) Shoes must be worn. **No Steel Cleats!**

(4) Teams may start or continue a game with a minimum of six players. No automatic outs will be assessed for player with less than nine players. Teams must begin at scheduled game time if six or more players are present at game time. If less than six players are present, the game is a forfeit.

(5) A batting order of all girls present at game time will be presented to the scorekeeper. Any late arrivals will be added to the bottom of the list. Each girl will bat in the order listed. Each girl will play two complete innings, from start to finish, on defense. A child may be removed from the line-up without an "automatic out" being charged to the team in the case of injury, or a need to leave early. If a player is already on base and is injured during a play, then you may substitute a player to complete that inning (the last player to either have scored a run or to have made an out). Players may be deprived of playing time for disciplinary reasons or chronic absenteeism only with **PRIOR** approval from the league director.

(6) A regulation game will consist of seven innings. Exceptions: There will be a 70 minute time limit on each game. No inning may start after 70 minutes, even if the game is tied. If time has expired and either team is behind and cannot catch up, the game shall be over immediately. Non tournament games can end in a tie. Tournament games will follow USSSA tiebreaker rules.

(7) Defense will use up to nine players, but only six defensive players are permitted on the infield dirt. Defensive players shall be permitted to wear any type of glove at any position.

(8) The catcher must wear a mask, protective helmet, shin guards, and chest protector. All batters and baserunners must wear protective helmets with proper facemask, including the on deck batter. Deliberate loss of the helmet is an automatic out! Accidental helmet loss is not an out. Judgment of the umpire is final.

(9) **Six Run Rule:** If either team scores six runs in any one inning, the umpire will signal that there has been six runs scored and the team that scored the six runs will automatically take the field.

(10) The pitcher will throw to every batter. If three pitches are called balls by the umpire, the coach of the batting team will throw, from the pitching rubber, up to three pitches to the batter. While batting off her coach, the batter keeps any strikes thrown by the player/pitcher. If the batter gets a third strike, she is out. Third strike foul is not an out, unless it is the third pitch by the coach. If the batter does not hit the ball into play within the three coach-pitches, she is out. No walks. The batter may bunt a pitch by the coach. No stealing while the coach is pitching and the dropped third strike rule is not in effect while the coach is pitching.

(11) To promote good sportsmanship, any verbal harassment directed towards an opposing team by players, coaches, or fans is prohibited. Cheer as loud as you want for your team, but do not direct negative comments toward the other team.